I.   **Amendments to the Claims**

This listing of claims will replace without prejudice all prior versions and listing of claims in the application:

Listing of Claims:

1. (Currently Amended) A gesture recognition method comprising the steps of:

displaying an image on a touch surface;

capturing images looking generally across said touch surface;

processing the captured images to detect pointer contacts on said touch surface and examining said pointer contacts to recognize ~~multiple~~ <u>successive</u> pointer contacts representing a gesture based on the relative positions of said pointer contacts; and

when ~~multiple~~ <u>successive</u> pointer contacts representing a gesture occur, updating the displayed image in accordance with said gesture.

2. (Currently Amended) The method of claim 1 wherein ~~multiple~~ <u>said successive</u> pointer contacts representing a gesture include ~~multiple~~ <u>successive</u> finger contacts on said touch surface.

3. (Currently Amended) The method of claim 1 wherein ~~multiple~~ <u>said successive</u> pointer contacts representing a gesture include a finger contact on said touch surface and an object contact on said touch surface.

4. (Currently Amended) The method of claim 1 wherein ~~multiple~~ <u>said successive</u> pointer contacts representing a gesture include ~~multiple~~ <u>successive</u> object contacts on said touch surface.

5. (Currently Amended) The method of claim 1 wherein ~~multiple~~ <u>said successive</u> pointer contacts representing a gesture include ~~multiple~~ <u>one of successive</u> finger contacts on said touch surface, a finger contact on said touch surface and an object contact on said touch surface, ~~and/or~~ <u>and</u> multiple object contacts on said touch surface.

6. (Original) The method of claim 1 wherein said gesture represents a right-click event.

7. (Original) The method of claim 6 wherein said right-click event is represented by a first pointer contact on a displayed application, and a subsequent second pointer contact adjacent said first pointer contact.

8. (Original) The method of claim 6 wherein said right-click event is represented by a first pointer contact on a displayed application, and a subsequent second pointer contact that occurs within a threshold distance of said first pointer contact and while said first pointer contact is maintained.

9.   Cancelled

10.   Cancelled

11.   Cancelled

12. (Currently Amended) A gesture recognition method comprising the steps of:
            capturing images ~~looking at~~ of a pointer input region;
            processing the images to detect multiple pointers within said input region to determine if said multiple pointers are being used to perform a known gesture based on movement and type of said pointers within said input region and the relative positions of said pointers; and
            when said multiple pointers are being used to perform a known gesture, executing a command associated with said gesture.

13. (Currently Amended) The method of claim 12 wherein during said ~~detecting~~ processing, pointer contacts with or close pointer hovers over a touch surface are detected to determine if a known gesture is being performed.

14. (Original) The method of claim 13 wherein said multiple pointers include multiple fingers, at least one finger and at least one object, and multiple objects in close proximity to said touch surface.

15. (Original) The method of claim 13 wherein during said detecting the multiple pointers are examined to determine if one of a number of known gestures is being performed, each known gesture being associated with a different command.

16. (Original) The method of claim 15 wherein the movement of the multiple pointers relative to the touch surface determines the gesture being performed.

17. (Original) The method of claim 15 wherein the pointer type determines the gesture being performed.

18. (Original) The method of claim 15 wherein the movement of the multiple pointers relative to the touch surface and the pointer type determines the gesture being performed.

19. (Currently Amended) An input detection method in an interactive system capable of detecting movement of multiple pointers generally simultaneously within an input region, said method comprising the steps of:

        capturing images looking generally across said input region;

        analyzing said images to detect multiple pointers within said input region;

        when multiple pointers are detected, examining data associated with said multiple pointers to determine if the data represents an input gesture, said data representing at least movement and type of said pointers within said input region and the relative positions of said pointers; and

        when the data represents an input gesture, executing a command corresponding to the recognized input gesture.

20. (Currently Amended) A touch system comprising:

        a touch surface;

        at least one imaging device having a field of view looking generally across said touch surface; and

        processing structure communicating with said at least one imaging device and analyzing images acquired by said at least one imaging device to determine the location on said touch surface where pointer contacts are made, when said touch surface is contacted by ~~multiple~~ different pointers in succession, said processing structure examining the positions of said ~~multiple~~ successive pointer contacts to determine if said ~~multiple~~ successive pointer contacts represent a gesture and when said ~~multiple~~ successive pointer contacts represent a gesture, said processing structure executing a command associated with said gesture.

21. (Previously Presented) A touch system according to claim 20 wherein a first pointer contact followed by a subsequent second pointer contact adjacent said first pointer contact represents said gesture.

22.   Cancelled

23. (Currently Amended) A touch system according to claim 20 wherein each gesture is represented by specified ~~multiple~~ successive pointer actions.

24. (Original) A touch system according to claim 23 wherein each gesture is further represented by pointer type.

25. (Currently Amended) An interactive input system comprising:

        at least one imaging device having an input region within its field of view into which ~~one or more~~ pointers [[is]] are moved to generate user input; and

processing structure communicating with said at least one imaging device and analyzing each image acquired by said at least one imaging device to determine the action of said pointers in said input region, said processing structure determining when ~~multiple~~ successive pointer actions within said input region represent a gesture, when said ~~multiple~~ successive pointer actions represent a gesture, said processing structure executing a command corresponding to said gesture.

26. (Original) An interactive input system according to claim 25 wherein each gesture is further represented by pointer type.

27. (Previously Presented) In an interactive touch system, a method of simulating a right-click mouse event comprising the steps of:

capturing images of a touch surface;

processing the images to detect a first pointer contact on the touch surface that represents a left-click mouse event;

processing the images to detect when a subsequent second pointer contact on said touch surface occurs within a threshold distance of said first pointer contact; and

generating a right-click mouse event in response to said detected second pointer contact.

28. (Original) The method of claim 27 wherein said second pointer contact must also occur during said first pointer contact in order for said right-click mouse event to be generated.

29. (Original) The method of claim 28 wherein said second pointer contact must also occur to the right of said first pointer contact in order for said right-click mouse event to be generated.

30. (Previously Presented) The method of claim 19 wherein said gesture represents a right-click event.

31. (Previously Presented) The method of claim 19 wherein said gesture represents a scroll event.

32. (Currently Amended) A gesture recognition method comprising:

detecting movement ~~and type~~ <u>and type</u> of ~~multiple~~ <u>different</u> pointers relative to a touch surface to determine if the ~~multiple~~ pointers are being used to perform a known gesture; and

when the ~~multiple~~ pointers are being used to perform a known gesture, executing a command associated with said gesture.

33. (Previously Presented) The method of claim 32 wherein during said detecting, pointer contacts with or close pointer hovers over a touch surface are detected to determine if a known gesture is being performed.

34. (Currently Amended) The method of claim 33 wherein said ~~multiple~~ pointers include <u>one of</u> multiple fingers, at least one finger and at least one object, and multiple objects in contact with or in close proximity to said touch surface.

35. (Currently Amended) The method of claim 33 wherein during said detecting the ~~multiple~~ pointers are examined to determine if one of a number of known gestures is being performed, each known gesture being associated with a different command.

36. (New)   A gesture recognition method comprising the steps of:

capturing images of a pointer input region;

processing the images to detect movement and type of multiple pointers within said input region to determine if said multiple pointers are being used to perform a known gesture; and

when said multiple pointers are being used to perform a known gesture, executing a command associated with said gesture.

37. (New)   The method of claim 36 wherein during said processing the multiple pointers are examined to determine if one of a number of known gestures is being performed, each known gesture being associated with a different command.

38. (New)   A gesture recognition method comprising the steps of:
        displaying an image on a touch surface;
        capturing images looking generally across said touch surface;
        processing the captured images to detect movement and type of different pointers used to contact said touch surface thereby to recognize an input gesture; and
        when an input gesture is recognized, updating the displayed image in accordance with said recognized gesture.

39. (New)   The method of claim 38 wherein said different pointers comprise different fingers.

40. (New)   The method of claim 38 wherein said different pointers comprise a finger and an object.

41. (New)   The method of claim 38 wherein said input gesture represents a right-click event.

42. (New)   The method of claim 41 wherein said right-click event is represented by a first pointer contact on a displayed application, and a subsequent second pointer contact adjacent said first pointer contact.

43. (New)   The method of claim 41 wherein said right-click event is represented by a first pointer contact on a displayed application, and a subsequent second pointer contact that occurs within a threshold distance of said first pointer contact and while said first pointer contact is maintained.

44. (New)   The method of claim 38 wherein said input gesture represents a scroll event.